

# SeungGeon Kim

Game Designer &  
Gameplay  
Programmer

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## Skills

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## Team Game Projects

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### SeungGeon Kim

Former Sophomore of DigiPen & KMU Dual Degree Program  
Majoring in Bachelor of Science in Computer Science and Game Design

GPA : 3.83 / 4.00

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Completed **six team game projects** (5 Digital, and 1 Board Game each) as a team of students majoring in Computer Science and Game Design

2+ years of experience of using **workflow solutions** (trello) and **source control solutions** (github, bitbucket) for team game projects

Familiar with **OOP** and programming languages of **C/C++** (Advanced), **C#** (Intermediate), **Javascript** (Intermediate) and **Lua** (Basic)

Comfortable using development tools of **Unity3D** (Advanced), **Visual Studio** (Advanced) with **ReSharper** (Basic)

Capable of **searching / reading / creating** documentations written in **English / Japanese / Korean**

Fluent & confident in **presenting / speaking with** above three languages

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### Team GGM / Lead Designer & Lead Gameplay Programmer

September 2020 - PRESENT

*(2 Designers, 3 Programmers)*

*[Student Game Engine (C++), Student Graphics Framework (OpenGL)]*

Designed the game (Mawang : The Dungeon CEO), wrote the GDD, then led the design decision meetings. Implemented a Lua scripting system on a custom C++ engine, and created & managed the base class for all characters to read data / logic from Lua scripts. Then implemented the audio system with the SFML Audio API, and worked on the code structure to have more singletons with well-defined interfaces. Currently working on the grid-based combat system and the character animator.

### Team Abyss / Writer & Artist

September 2020 - December 2020

*(4 Designers)*

Designed the board game (The Darkest Ocean) with three other game design degree students. Participated in all of the design meetings, wrote the background story and all of the specific rules for the rulebook, then drew all the assets used inside the game. The team went through multiple playtest reports together, and utilized the knowledge gained by playtesting to improve the gameplay. The game was uploaded and playtested at the website called tabletopia, so that people could play it even with the covid situation going on.

## **U.R.U.K / Lead Designer & Lead Gameplay Programmer**

March 2020 - June 2020

**(2 Designers, 2 Programmers)**

**[Student Game Engine (C++), doodle framework (C++)]**

Designed the game (U.R.U.K), wrote the GDD, then led the design decision meetings. Implemented a flow-field pathfinding solution for the game's AI, then implemented a directory-based asset search & mapping system. Drew some art assets and the poster, created music / SFX for the game, then implemented the rest of the gameplay.

## **HDD / Lead Designer & Lead Gameplay Programmer**

January 2020 - January 2020

**(2 Designers, 1 Programmer)**

**[p5.js (Javascript)]**

Designed the game (Pendragon) for the school's winter game jam. Managed the core loop while the teammates were working on the individual modules, created all of the art / SFX / music for the game, and presented the game to the participants. The game won the contest.

## **ALICORN / Lead Designer & Lead Gameplay Programmer**

November 2019 - December 2019

**(1 Designer, 2 Programmers)**

**[doodle framework (C++)]**

Designed the game (Dank), wrote the GDD, then led the design decision meetings. Implemented an audio system using the SFML Audio API, then upgraded the game's logic to support 3D surround audio system, utilizing the projection equation learned in the linear algebra course.

## **ERROR RANGE / Lead Designer & Lead Gameplay Programmer**

October 2019 - November 2019

**(1 Designer, 2 Programmers)**

**[doodle framework (C++)]**

Designed the game (Doole), wrote the GDD, then led the design decision meetings. Implemented the 2D lighting system through raycasting, and optimized the code to introduce lesser draw calls for the renderer.

## **BS-DOS 320 / Lead Gameplay Programmer**

September 2019 - October 2019

**(3 Programmers)**

**[p5.js (javascript)]**

Chose the Super Mario Bros. (1985) as the game to 'master copy', and researched the game thoroughly to gain numerical details about it. Wrote the game's breakdown document, worked on the player input and Mario's movement plus his animations, then did the scene management.

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## Job Experience

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### **Vespa Inc. / Game Designer**

April 2021 - PRESENT

King's Raid studio, live-service game design team. Currently in charge of system analysis & design, writing major game design documents (mostly improvements for the game's main mechanics) for the next big update.

### **Keimyung University (DigiPen Korea) / Teaching Assistant**

September 2020 - December 2020

Worked as a Teaching Assistant for the freshmen game project course (GAM100), helping students with their game designs / code structures. Taught them how to write codes that will allow them to spend less time on debugging everything.

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## Education

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### **DigiPen & KMU Dual Degree Program / BSCSGD**

March 2019 - PRESENT

Learned about Computer Science, advanced programming in C/C++, Math, Physics, English, Project Management, Game Design Document, Game Design Theory, Game Engine Creation, Generic Library Creation, Game Presentation Techniques, Source Control Solutions, Linux WSL, LLVM / GNU compilers, and many more...